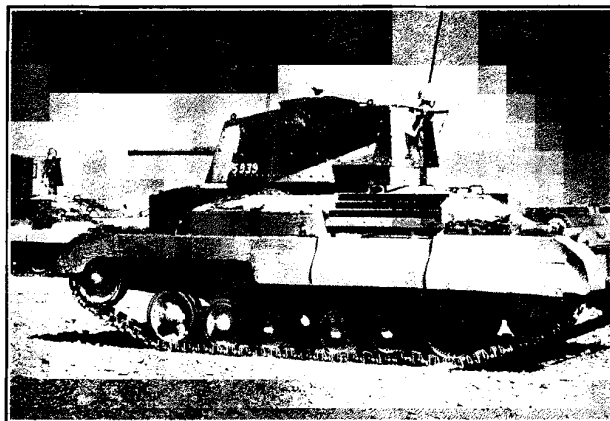


SCOTTISH NIGHTMARE

SCENARIO ASL TAC 40 Translated by Coastal Fortress Gaming Group

VICTORY CONDITIONS: The Germans win if they control one hillock summit and have a Good order Infantry MMC on it at game end, while having suffered less DVP than the British .

SIDI OMAR, CYRENAICA, June 16, 1941:

Anticipating the new British offensive Battle-Axe, Rommel opted for a mobile defense. The main reason was that, because of its supply shortage, he could not engage all his Panzers. To anchor this defense, the Halfaya passage, a winding pass, was turned into a fortress. Several of the dreadful 88mm batteries were entrenched there and carefully camouflaged, like around Fort Capuzzo. Behind this shield, Rommel deployed his 15th Panzer and 5th Light Divisions, both ready for a counterattack. A dawn on June 15th the 4th and 7th Armoured Brigades started their progression. The 4th Brigade took Capuzzo at the end of the day after a stiff fight and the 7th Brigade crossed the wire and rushed toward Sidi Azeiz. On the morning of the 16th, the operation resumed. The British were determined to seize Halfaya pass to avoid any blockage in their progression. The 7th Armoured Division had to continue their previous days task: fight the Panzers. Some Matildas were even detached to reinforce the Cruisers, as well as the Support Group covering the western sector. On its side, the 5th Light Divisions (reinforced with 8th Panzer Regiment) objective was to outflank the British on the west side and to emerge behind them from Sidi Omar. At dawn's glow, the 2nd and 8th companies of the 8th Panzer Regiment met the first Cruisers. A whirling melee began, vehicles appearing and disappearing in walls of dust, to strike at point blank range.

BOARD PLACEMENT:



28	D5	H3	H6
27		D2	H1

BALANCE:

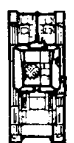
- ✚ Replace the 8th company 9-1 AL with a 9-2 AL
- Ⓢ One of the 2pdr Portee may setup unloaded

⊙ SET UP is simultaneous	♣ 1	2	3	4	5	6	7	END
♣ GERMAN moves first								



Elements of Support Group of the 7th Armoured Division: 1st King's Royal Rifle Corps & 3rd Royal Horse Artillery [ELR:3]
 setup on/east of hexrow U {SAN:3}:

									Foxhole 5 IS OVR, OBA: +4 Other: +2	Sangar 1S or Gun OBA: +3 Other: +1
3	4			2	2			8	7	3














2			2

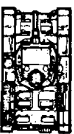
Matildas of 7th RTR
setup on the road (SSR2) on/east
of hexrow O:

Elements of 2nd RTR
enter on turn 1 on/between
27O10 and 27 GG10:









Elements of 2nd Company of 8th Panzer Division and of 115th Schützen Regiment [ELR:4]
 setup in Motion, on/west of hexrow G (see SSR4) {SAN:2}:

 4-6-8	 9-2	 8-0	 6m MNG 3-2	 LMG 3-2	 ATR 1-12	 9-1 2nd U	 13 2 50 3/5	 13 2 50 3/5	 14 2 20L(4) -/5	 16 1 15PP AAMG -/-/3
6				2			2	2	2	6



Elements of 8th Company of 8th Panzer Regiment and of Flak Battalion I/33 enter on Turn 1 along the western edge:

					
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Scenario Design: Jean-Paul Goncalve

SSR:

1. EC are dry, with a Mild Breeze blowing from the Southwest. Light Dust and Vehicular Dust are in effect
2. Place the following overlays: H1 in 27CC3/DD3, H3 in 28X7/W8, H6 in 28CC4/DD4, D2 in 27T3/T4 and D5 in 28L10/K10. A Dirt Road goes from 28F0 to 27GG4. 28oCC5 is a Hillock Summit.
3. 1 British squad equivalent may setup HIP along with all Leaders/SWs stacked with it. The British may setup up the OB-given "?" in non-concealment Terrain. The 2pdr Portee must setup loaded on the trucks. The British 88mm guns have no APammunition.
4. The German Infantry must setup in the Halftracks as passengers, using Cloaking.
5. Setup is simultaneous. Place a board vertically between the 2 players.

AFTERMATH: The Germans envisaged overflowing the British defenses with a combination of moving and firing. They did not take into account the Matildas and the Royal Horse Artillery gunner skills, which took a heavy toll on the Panzers. Even as the German tanks still advanced, the British infantry held. Six hours later, the 8th Panzer Regiment was nearly destroyed, only 30 tanks having crossed undamaged to the British positions. Following closely, the Panzergrenadiers joined the fight and attacked the British infantry, well prepared to receive them. Yet, as early as noon, the losses from the 7th Armoured Brigade were alarming, and with the fighting resuming around 1800, only nightfall managed to save the Brigade from complete destruction. The Desert Fox had regained the initiative.